

SYSTEM AND METHOD FOR FAST DRAWING  
OF TEXT FIELDS AND LABELS USING A JAVA  
SWING APPLICATION PROGRAM INTERFACE

**ABSTRACT OF THE DISCLOSURE**

A system and method are disclosed for fast text drawing in an enhanced version of the Swing application program interface for Java applications. According to the system and method, two lightweight component peers, JTextFieldPeer and JfastLabelPeer, are created. These peers allow the Swing components, JtextField and JLabel, to define the look and feel of the TextField and Label in the graphical user interface for the application; however, they are not allowed to draw the text. Instead, special fast text drawing code within the peers themselves is used to draw the text. Once the text has been initially drawn, editing functions are handled by the Swing components, as is normal. Furthermore, the special fast text drawing routines are assigned a low event priority, making it possible for text to be updated even after it has been buffered and is waiting to be drawn. These features significantly accelerate text rendering. The enhanced version of Swing is referred to herein as AWTswing.

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